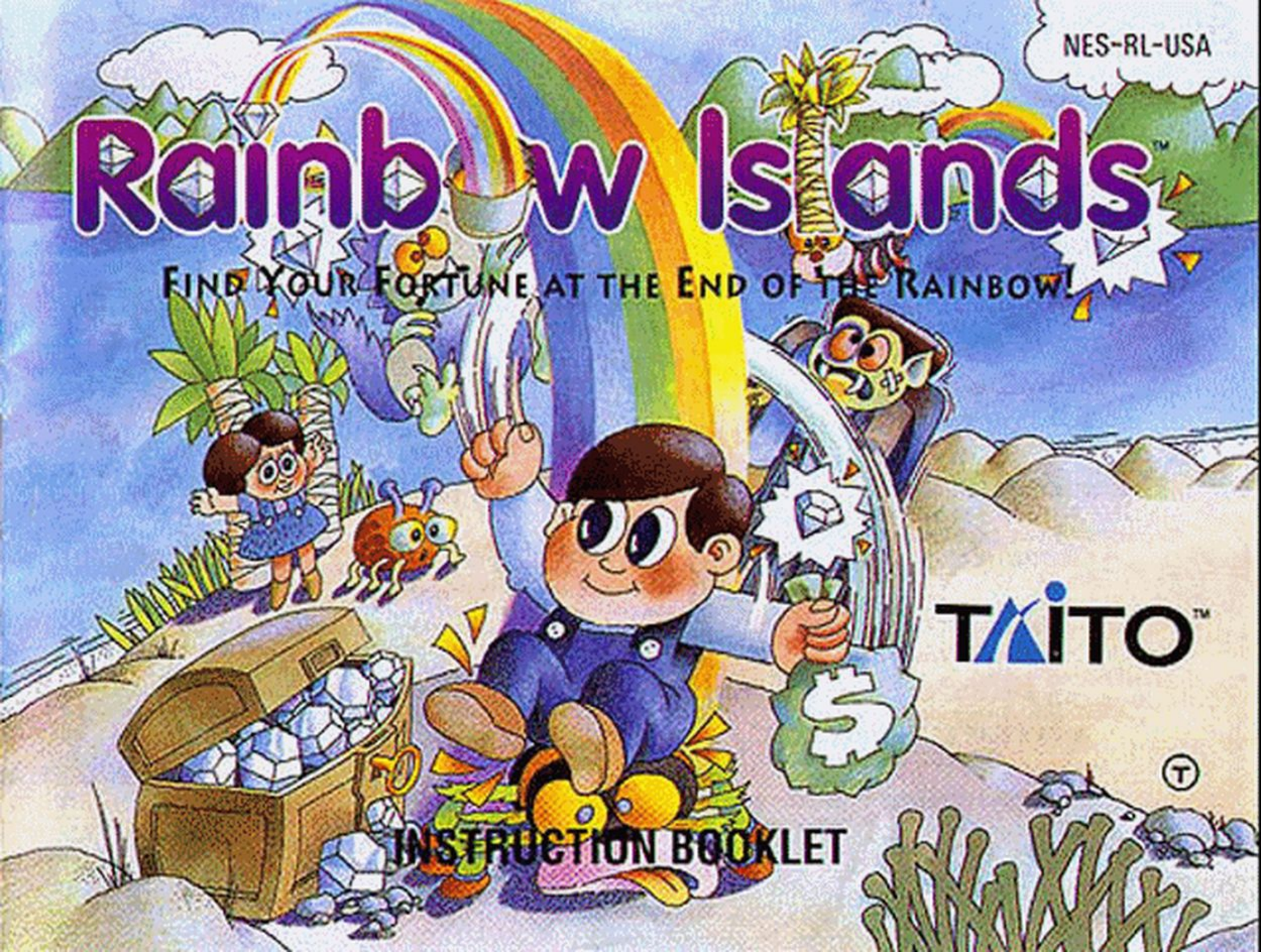
NES-RL-USA

Rainbow Islands™

FIND YOUR FORTUNE AT THE END OF THE RAINBOW!



TAITO™

INSTRUCTION BOOKLET

TAITO™

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CARE OF YOUR GAME

Always make sure the power is off when inserting or removing the game pak from your computer.

This is a highly sensitive game pak. Avoid subjecting it to extreme temperatures or shocks. Store at room temperature. Never attempt to dismantle it.

Do not touch the terminal connectors or get them wet, or the circuitry may be damaged. Never insert your fingers or any metal objects into the terminal leads.

Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with our Nintendo Entertainment System ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you play a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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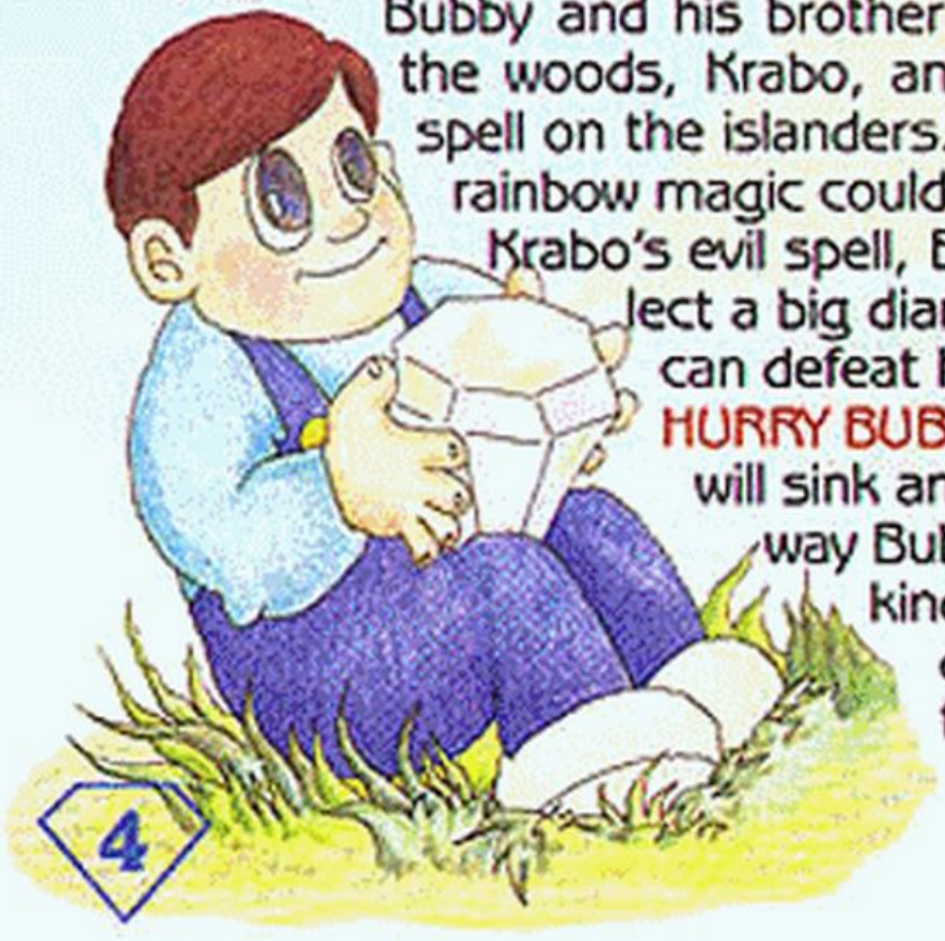
Thank you for purchasing Rainbow Island from Taito. Before you start sliding down rainbows, read this instruction booklet. Then begin your island-hopping adventure!

RAINBOW RIDER

Far away in the middle of the Rainbow Sea, seven islands rise from the salty water. This is where Bubby was born, not long ago, under a brilliant rainbow. Bubby has always been able to make rainbows spring from his hands just for fun. One day while Bubby and his brother Bobby were playing in the woods, Krabo, an old monster, cast an evil spell on the islanders. Bubby knew right away that only he and his rainbow magic could save his family and friends. In order to break Krabo's evil spell, Bubby must explore all seven islands and collect a big diamond from each one. This is the only way he can defeat Krabo. You must help Bubby in his mission!

HURRY BUBBY! After a certain amount of time the islands will sink and there will be no one left to save! Along the way Bubby will have many adventures and get into all kinds of trouble. You must help Bubby make decisions that could determine the fate of all the islanders. Good luck Bubby!



BUBBY'S MOVES

A BUTTON

Press A to jump, or to move the screen text forward.

B BUTTON

Use B to make rainbows that Bubby can climb on or throw at enemies.

START BUTTON

Hit Start to begin play or to pause the game.

SELECT BUTTON

Bubby doesn't need this button.

CONTROL PAD

Use the Control Pad to move Bubby right or left. Pressing the Pad left or right also lets Bubby climb up and down the rainbows he throws.

STATUS SCREEN

This number shows how many lives Bubby has left.

Score those points! Rah!

The first number is the island Bubby is on, the second number is the stage he's in.

The arc shows how many big diamonds Bubby has.

ISLAND ACTION

RAINBOWS

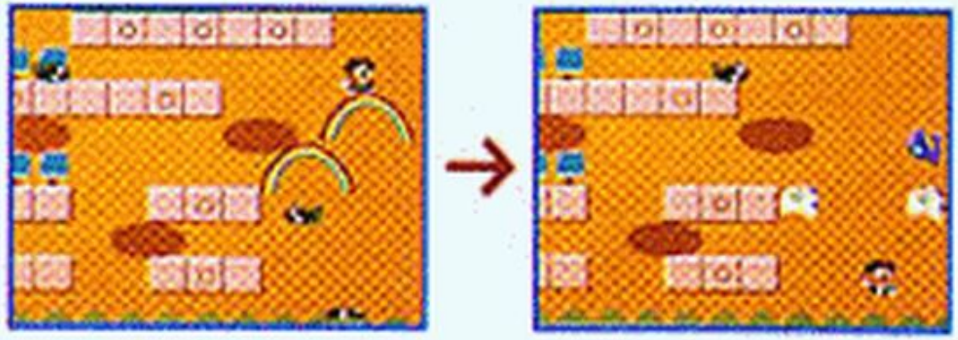
Bubby has to fight his way through seven worlds, and in each world there are four stages. Bubby has to use all of his rainbow magic to win. Luckily he has a few tricks that Krabo and his pals don't know about.

RAINBOW DANCE

One of Bubby's tricks is walking right over his rainbows! He uses them for climbing up or down to other levels. Bubby used to call it "Doin' the Rainbow Dance," and now it may save his life!

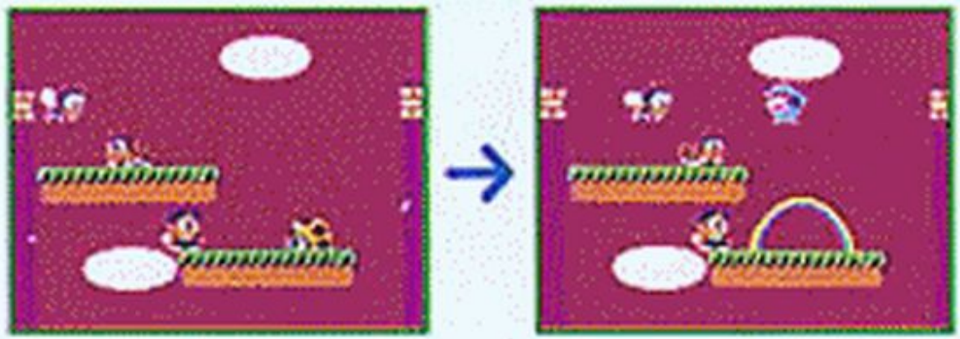
RAINBOW SMASH

Bubby can use rainbows to knock enemies off the screen. When he jumps on a rainbow, it falls. If an enemy is underneath, he's gone! Bubby used to crack open nuts with this trick, but now it's enemies!

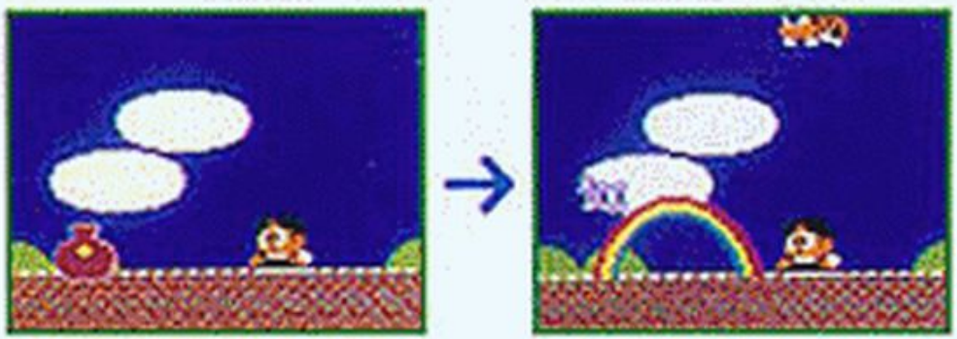


RAINBOW ZAP

Rainbows are excellent for zapping enemies. Bubby just has to throw a rainbow at an enemy, and POW! he's been colorized. Bubby also picks up items in the very same way with rainbows. It's like throwing a net!



Bubby can zap almost anything with rainbows!

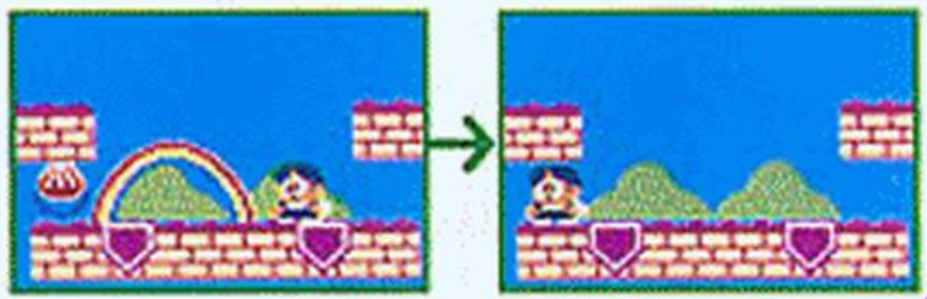


RAINBOW WALL

Enemies can't walk through Bubby's rainbows. So when he wants to stop them in their tracks, Bubby just throws a rainbow in their path!

RAINBOW SURPRISE

Sometimes when Bubby throws a rainbow, a special item appears. Get it! It's worth points that'll show on the Status Screen.



ISLAND ACTION CONT'D

INVINCIBLE

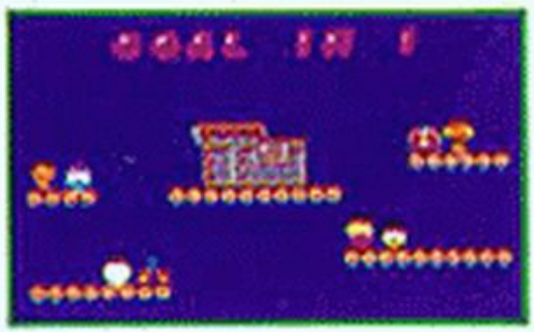
Unfortunately, it sometimes happens that Bubby loses a life. But when he comes back, he's ready to go, and he's invincible! Bubby flashes the whole time he's invincible, and any enemy he touches is history! After a while, though, it wears off, and he must continue his mission more cautiously. He has to find the seven small diamonds that are in each island. When he does, he gets one of the big diamonds that will help him undo Krabo's terrible spell.

BONUS POINTS!

When Krabo landed on the Islands, he had lots of treasure stored in many treasure chests. Right after he cast his spell on the islanders, he hid all these treasure chests throughout the seven islands. He thought no one would ever be able to find them. But then, he didn't know about Bubby.

GOAL IN!

Krabo hid a treasure chest at the end of each stage. They're stuffed so full, that whenever Bubby finds one, it blows wide open! Treasure everywhere! Bubby should grab as much loot as he can to earn hundreds of points.



LIFE-UPS

Because Bubby can make rainbows, lots of special things happen to him. For example, he gets an extra life when he wins this many points:

30,000 points = 1 extra life
50,000 points = 1 extra life
70,000 points = 1 extra life
100,000 points = 1 extra life

TREATS

COMMON TREATS

Throwing rainbows takes a lot of energy, so Bubby has to keep scoring big points to keep his strength up. Treats pop up from all kinds of strange places, and then some are very ordinary. So Rainbow Zap everything around.

ORDINARY TREATS

When you zap some things, like flowers or apples, the points don't show on the screen. But they will add up on the Status Screen.

ENEMY SURPRISES

Every time Bubby colorizes an enemy, a wonderful treat is left behind. Try to get these treats — they're worth points!

Cherry

100 Pts.

French Fries

300 Pts.

Doughnut

700 Pts.

Red Pendant

800 Pts.

Red Crown

8,000 Pts.

MAGICAL TREATS

Sometimes Bubby finds Magical Treats. These treats either do something very special, or they give Bubby a new trick. Magical Treats can pop out of enemies or appear after a certain number of enemies have been defeated.

Rainbow Potion

When Bubby finds this red jar he can throw double rainbows. Two appear instead of one!

Cross of Thunder

If Bubby gets this treat, huge lightning bolts will shoot down and zap enemies.

Star Up

This white star will give Bubby an extra life. Make it a good one!

Running Shoe

With the running shoe on, Bubby can move really fast for the rest of that life!

Stardust Rod

This rod adds a new power to Bubby's rainbows. He can dust off his enemies 16 times.

Pop Star

Jump on this yellow star, and little stars fly out of it to pop enemies they touch!

MORE TREATS CONT'D

SMALL DIAMONDS

Each small diamond has its own special color, and also a letter. When Bubby spells out the word RAINBOW, he gets one big diamond. Always pick up a diamond, even if you already have that letter — it's worth points!

If you collect all seven of these small diamonds, Bubby gets an extra life!

Try to spell RAINBOW before the end of a world to win one of the big diamonds.

Once you've found the seven small diamonds, NICE appears on the screen.

Each small diamond has its own color. The same color always matches the same letter.

DANGERS

STAY ALERT!

Bubby faces great many dangers, both from enemies and from traps that Krabo set for him. Enemies lurk everywhere, waiting to pounce, and some rooms have spikes in the ceiling and raging fires.

WeePee

Franky

Bugsy

Charlie

Flapper

Shotsy

Belcher

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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